4 TURBO-CHARGED COMIC STRIPS INSIDE!

No.5 24th JULY 1993
Every Fortnight

sonic the comic

95p

Britain's OFFICIAL SEGA COMIC

starring SONIC THE HEDGEHOG

WITH THE SEGA SUPERSTARS!

GOLDEN AXE

THREE AGAINST DARK GULD'S EVIL!

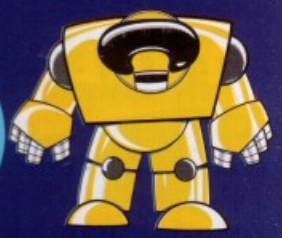
plus SHINOBI

WONDER BOY

SCS Archive

NEWS • REVIEWS • CHARTS • THE Q ZONE • AND MORE!

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

It's coming! The second great level of STC strips is only two issues away. Activity is reaching fever-pitch in the Control Zone, as the humes rush around preparing the climactic final episodes of Shinobi *and* Legend of The Golden Axe, *which appear next issue. Then, in STC 7, two mega-fab new series begin their runs. Which ones? Well, Boomers who read the classic first issue of* Sonic The Comic *will know, the rest of you will find out next time!*

In the meantime, take a squint to the right at The Sega Charts and check out the new Mega CD chart which will be appearing every issue from now on. The Mega CD is taking the gaming world by storm with amazing graphics and sound. The new chart lists only the six games on sale now but it won't be too long before a whole new line of stunning Mega CD titles appear. Believe me, Boomers, you ain't seen nothing yet!

Before signing off, a mega-huge thanks to everyone for the tons of letters and drawings you've sent in. I wish I could personally answer every one. To do that, however, you'd need an army of Megadroids and, let's face it, Boomers, I'm unique!

Megadroid

Hot-shot Alert!

High scores, amazing achievements and downright false claims have been flooding the STC Control Zone. The computers are crunching the data even now and preparing STC's regular high score coverage to start in issue 7.

It's not too late to stake your claim to an STC Hot-Shot title. Send in your high score or achievement by using the Data Strip at the back of the comic.

One word of advice: If you want a chance of getting your high score in STC the stiffest competition is to be found in both Sonic games (all formats). Try one of the many other Sega games and you could be in with a chance.

Celebs on Parade!

WORLD OF SEGA

The problem with being the world's most famous blue hedgehog is that the stars just won't leave you alone! Take the recent Sega/Capital Radio Roadshows held earlier this summer. There was Sonic, trying to be cool, but the performers kept insisting in having their pictures taken with him. Well, STC just had to show you what happened.

"No pictures, no autographs," insists Sonic. "And get this Undercover guy off my arm!"

Oops, Sonic slipped out on this group. However, techno band Oceanic are too busy admiring a high-tech Game Gear!

M People with an S hedgehog.

The Sega Charts

Introducing the new-look STC Sega Charts - now including the Mega CD chart!

up | down | non mover | new entry | re-entry

MEGA DRIVE

1	—	FLASHBACK
2	—	SUPER KICK OFF
3	▲	PGA TOUR GOLF 2
4	—	ECCO THE DOLPHIN
5	▼	FATAL FURY
6	▲	SONIC THE HEDGEHOG 2
7	▼	TINY TOONS: BUSTER'S TREASURE
8	▲	DESERT STRIKE
9	—	STREETS OF RAGE 2
10	▼	ROAD RASH 2

MEGA CD*

1	▲	ROAD AVENGER
2	▼	JAGUAR XJ220
3	—	SHERLOCK HOLMES
4	—	PRINCE OF PERSIA
5	▲	WOLFCHILD
6	▼	BLACK HOLE ASSAULT

MASTER SYSTEM

1	—	SONIC THE HEDGEHOG 2
2	—	MICKEY MOUSE 2
3	new	WWF STEEL CAGE CHALLENGE
4	▲	TAZ-MANIA
5	▼	LEMMINGS
6	▼	ALIEN STORM
7	—	G-LOC
8	▼	WIMBLEDON TENNIS
9	▲	ALIEN 3
10	new	STREETS OF RAGE

GAME GEAR

1	—	SONIC THE HEDGEHOG 2
2	▲	LEMMINGS
3	▼	MICKEY MOUSE 2
4	new	WWF STEEL CAGE CHALLENGE
5	▼	MICK & MACK: GLOBAL GLADIATORS
6	new	NINJA GAIDEN
7	▼	STREETS OF RAGE
8	new	TOM & JERRY
9	▼	SUPER KICK OFF
10	RE	BATMAN RETURNS

*Mega CD chart covers only games released so far.

SPONSORED BY PENGUIN BISCUITS ELSPA CHARTS COMPILED BY GALLUP

Editor: Richard Burton ● Design: Clare Gillmore ● Publisher: Chris Power

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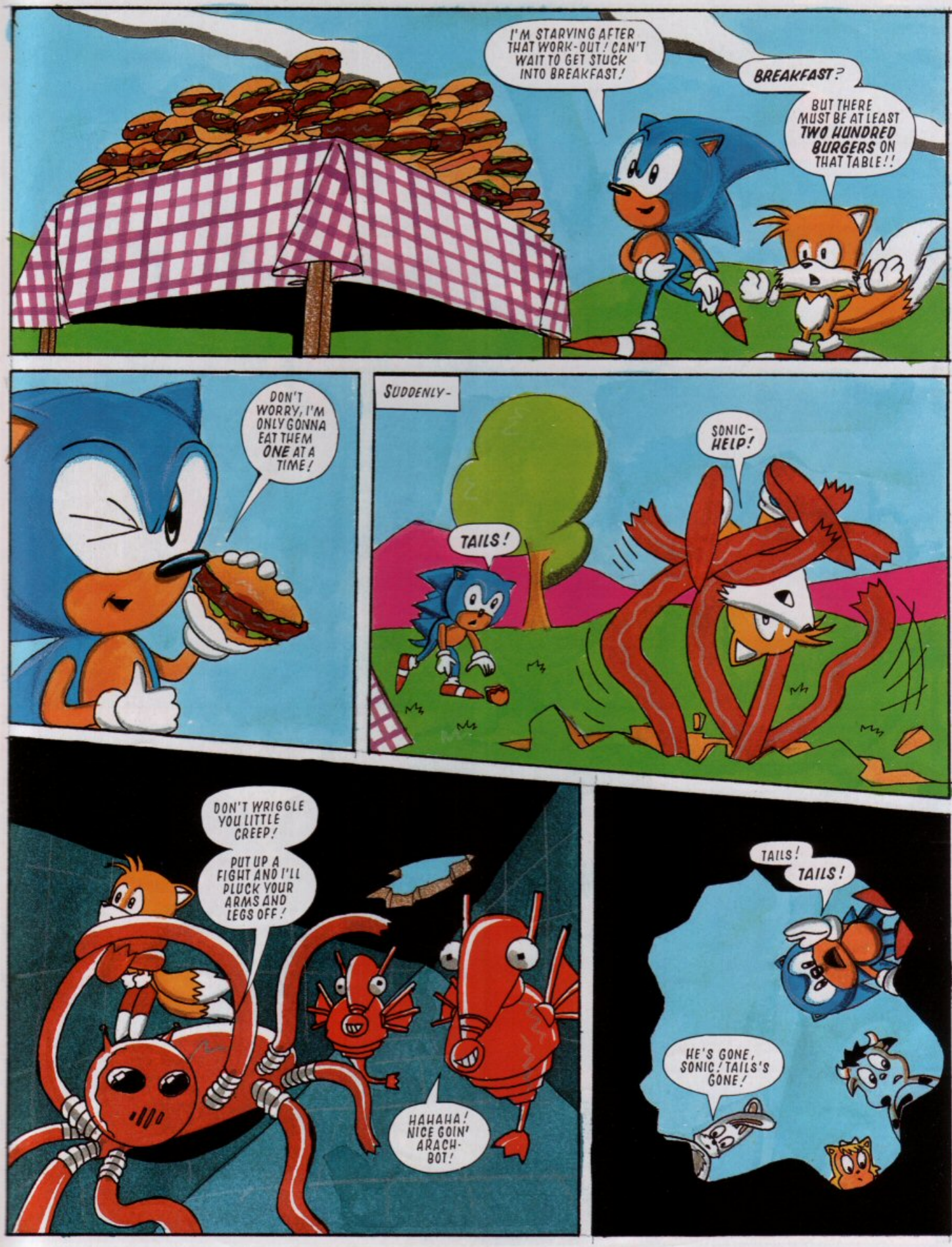
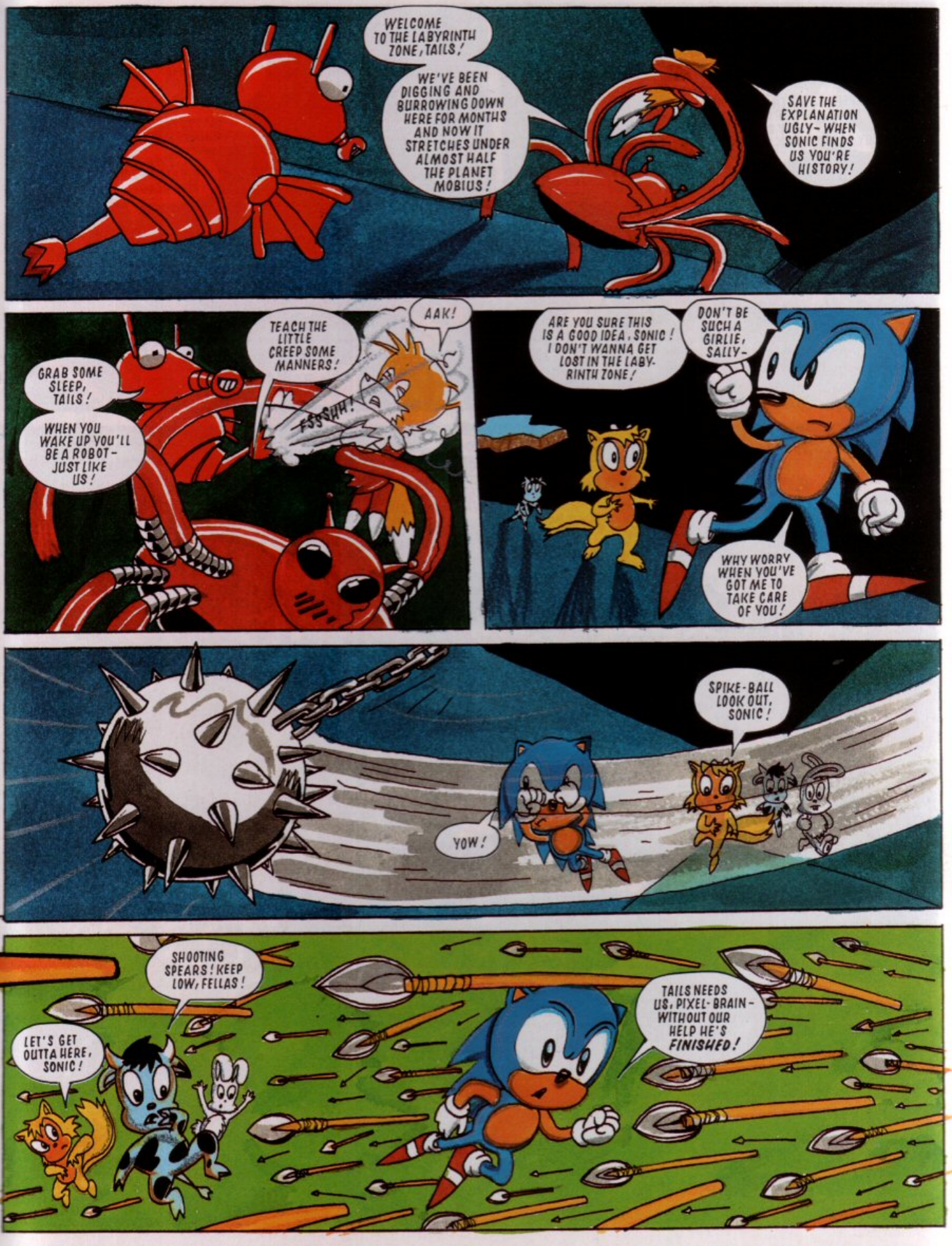
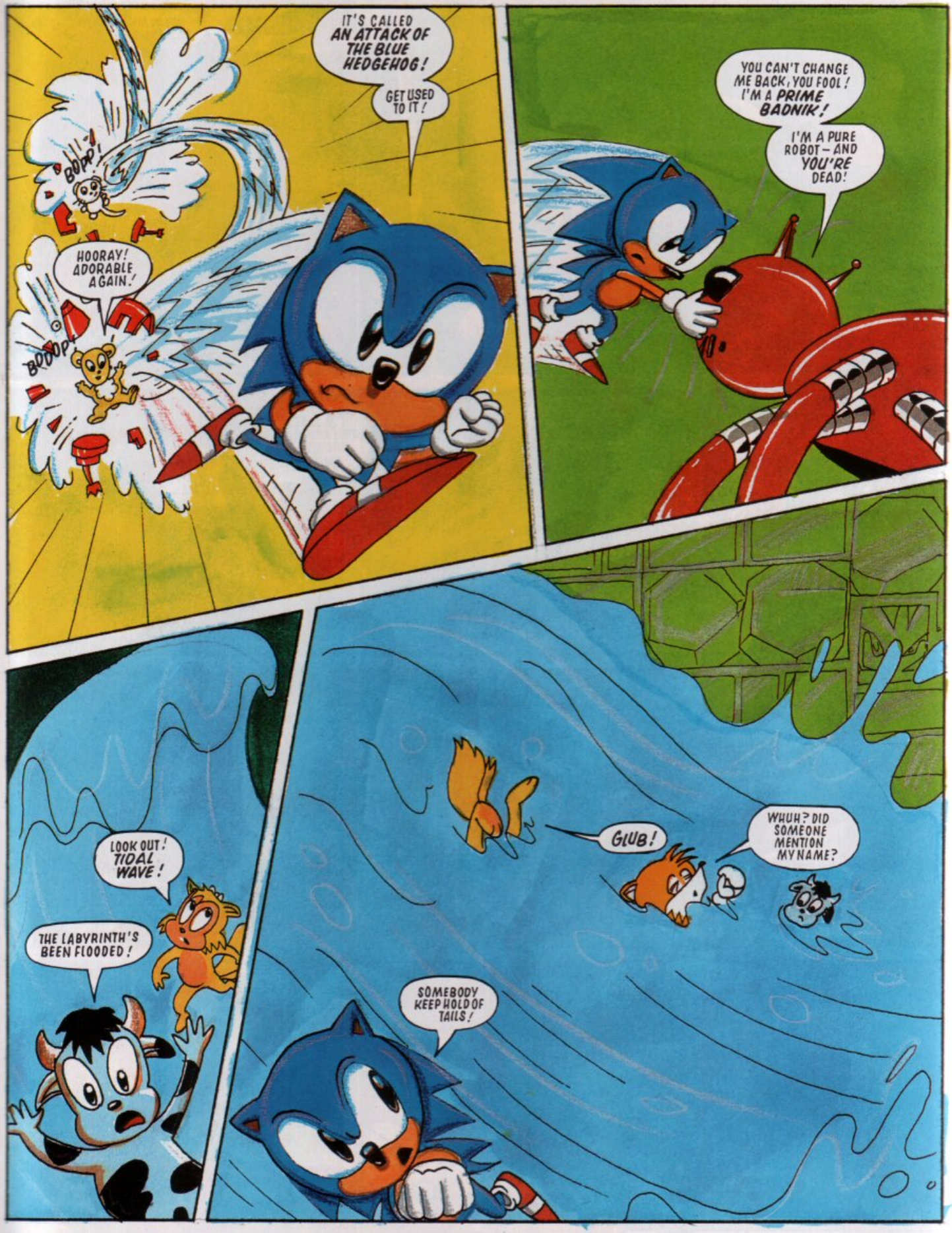
Sonic
THE HEDGEHOG
LOST IN THE LABYRINTH ZONE
7 AM IN THE GREEN HILL ZONE AND SONIC FINISHES HIS MORNING WORK-OUT.
HOW AM I DOING TAILS? AM I ANYWHERE NEAR THE SPEED OF SOUND?

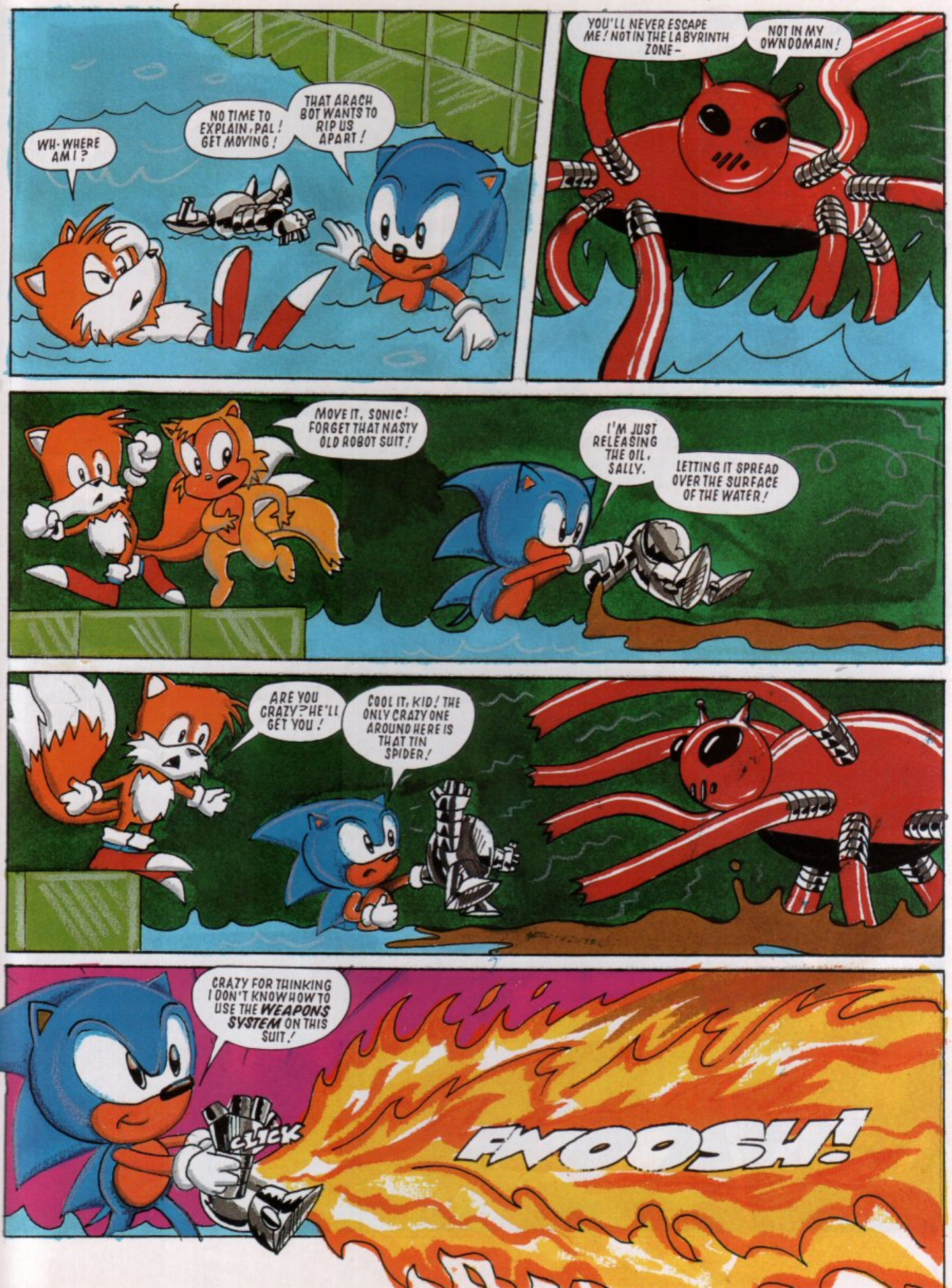
Script: Mark Millar. Art: Woodrow Phoenix. Letterer: John Aldrich


I'M STARVING AFTER THAT WORK-OUT! CAN'T WAIT TO GET STUCK INTO BREAKFAST!
BREAKFAST?
BUT THERE MUST BE AT LEAST TWO HUNDRED BURGERS ON THAT TABLE!!
DON'T WORRY, I'M ONLY GONNA EAT THEM ONE AT A TIME!
SUDDENLY-
SONIC- HELP!
TAILS!
DON'T WRIGGLE YOU LITTLE CREEP!
PUT UP A FIGHT AND I'LL PLUCK YOUR ARMS AND LEGS OFF!
HAHAHA! NICE GOIN' ARACH-BOT!
TAILS!
TAILS!
HE'S GONE, SONIC! TAILS'S GONE!


WELCOME TO THE LABYRINTH ZONE, TAILS!
WE'VE BEEN DIGGING AND BURROWING DOWN HERE FOR MONTHS AND NOW IT STRETCHES UNDER ALMOST HALF THE PLANET MOBIUS!
SAVE THE EXPLANATION UGLY- WHEN SONIC FINDS US YOU'RE HISTORY!
GRAB SOME SLEEP, TAILS!
WHEN YOU WAKE UP YOU'LL BE A ROBOT- JUST LIKE US!
TEACH THE LITTLE CREEP SOME MANNERS!
FSSSHH!
AAK!
ARE YOU SURE THIS IS A GOOD IDEA, SONIC! I DON'T WANNA GET LOST IN THE LABY-RINTH ZONE!
DON'T BE SUCH A GIRLIE, SALLY-
WHY WORRY WHEN YOU'VE GOT ME TO TAKE CARE OF YOU!
SPIKE-BALL LOOK OUT, SONIC!
YOW!
SHOOTING SPEARS! KEEP LOW, FELLAS!
LET'S GET OUTTA HERE, SONIC!
TAILS NEEDS US, PIXEL-BRAIN- WITHOUT OUR HELP HE'S FINISHED!

LOOK AT THE LITTLE CREEP, SLEEPIN' LIKE A BABY!
I'D LIKE TO BASH HIS BRAINS IN RIGHT NOW BUT DOC ROBOTNIK WANTS HIM ALIVE!
THE DOC HASN'T FORGOTTEN HOW THIS LITTLE IDIOT ESCAPED HIM BEFORE.
HE'S DETERMINED TO MAKE HIM A BADNIK...
...EVEN GOT HIS OLD ROBOT SUIT READY...*
* SEE STC No 2- MEGADROID.
FOXY-BOT! TAILS-NIK-
I WONDER WHAT THEY'LL CALL THE LITTLE FREAK!
KEEP MOVING, YOU GUYS- AND WATCH OUT FOR THE SPIKE TRAPS!
NOW YOU TELL US!
THERE HE IS! UP AHEAD!
GET READY TO ATTACK!
WHAT THE HECK IS GOING ON HERE?

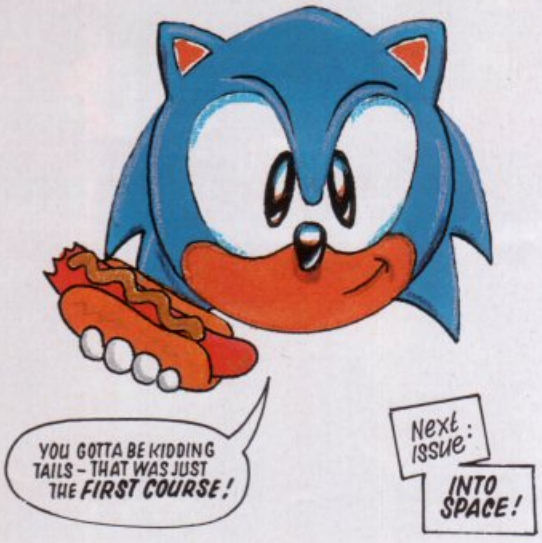

IT'S CALLED AN ATTACK OF THE BLUE HEDGEHOG!
GET USED TO IT!
BOOP!
HOORAY! ADORABLE AGAIN!
BOOOP!
YOU CAN'T CHANGE ME BACK, YOU FOOL! I'M A PRIME BADNIK!
I'M A PURE ROBOT – AND YOU'RE DEAD!
GLUB!
WHUH? DID SOMEONE MENTION MY NAME?
SOMEBODY KEEP HOLD OF TAILS!
LOOK OUT! TIDAL WAVE!
THE LABYRINTH'S BEEN FLOODED!


WH-WHERE AM I?
NO TIME TO EXPLAIN, PAL! GET MOVING!
THAT ARACH BOT WANTS TO RIP US APART!
YOU'LL NEVER ESCAPE ME! NOT IN THE LABYRINTH ZONE-
NOT IN MY OWN DOMAIN!
MOVE IT, SONIC! FORGET THAT NASTY OLD ROBOT SUIT!
I'M JUST RELEASING THE OIL, SALLY.
LETTING IT SPREAD OVER THE SURFACE OF THE WATER!
ARE YOU CRAZY? HE'LL GET YOU!
COOL IT, KID! THE ONLY CRAZY ONE AROUND HERE IS THAT TIN SPIDER!
CRAZY FOR THINKING I DON'T KNOW HOW TO USE THE WEAPONS SYSTEM ON THIS SUIT!
CLICK
FWOOSH!

AAAAAAAAAAAAAAAGHH!
WOW! YOU'RE AMAZING, SONIC!
TELL ME SOMETHING I DON'T KNOW.
KRACKLE!

SOMETIME LATER...
GREAT! NOW I CAN GET BACK TO BREAKFAST!
MMM. THREE HUNDRED HOT-DOGS AND A HUNDRED THICK SHAKES!

YOU ARE SO GROSS, SONIC!
BESIDES... I THOUGHT YOU ALREADY HAD BREAKFAST!


YOU GOTTA BE KIDDING TAILS – THAT WAS JUST THE FIRST COURSE!
Next issue: INTO SPACE!

REVIEW Zone

Enter the zone that brings you the up-to-the-nanosecond reviews of all the new releases for the Sega games systems.
STC REVIEWERS THIS ISSUE:
Tony Takoushi, David Gibbon

MICRO MACHINES

game type:
ACTION
1 - 2 PLAYERS

MD

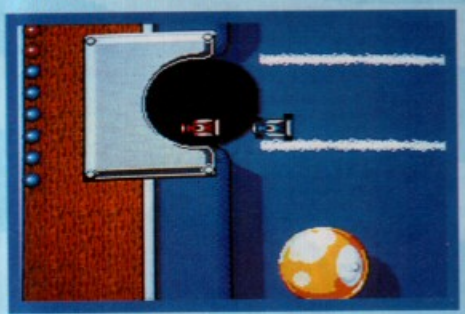
A number of you will know of or even own some of the MICRO MACHINES miniature models. For those who don't, they are basically a wide range of tiny vehicles from cars to powerboats to helicopters which have sold in huge amounts, especially in the USA.

This is the first Sega game from Codemasters and features nine different Micro Machines. You may have one or two players. In two-player mode you can have a single or tournament race and in the one-player game you can play a Head-to-Head or Challenge.

The game features 11 drivers, each with their own skill and personality. In the Head-To-Head you choose a driver for yourself and your opponent, the idea is to knock each one out leaving you the MICRO MACHINES Champion.

There are 32 tracks, each in nine different environments. A lot of time has gone into making these tracks, the detail is just amazing. Pool table, bathtub, kitchen table and a desk are just a few of the environments featured. In these you perform stunts like jumping from one to another, avoiding huge obstacles like a bar of soap and more.

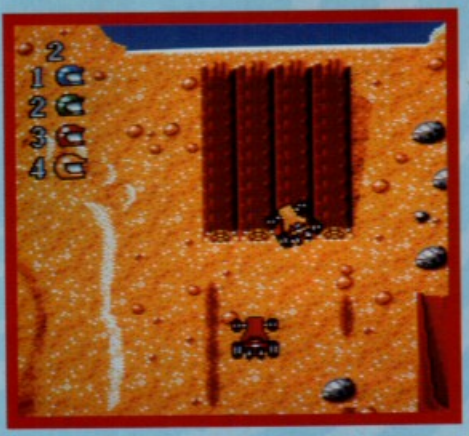
MICRO MACHINES is one of the best releases of the year. It's so addictive and playable I can't put the joypad down. Get it! - DG.



MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!



FAST FAX

PUBLISHER	PRICE
CODEMASTERS	£34.99

GRAPHICS 85
SOUND 70
PLAYABILITY 95

RAVES: Great price - great game!
GRAVES: Sounds could be better

OVERALL 95%

MASTER OF DARKNESS

game type:
PLATFORM
1 PLAYER

GG

Creepy action awaits in this suspense-filled Game Gear classic.

MASTER OF DARKNESS has you playing the role of Dr Ferdinand Social and investigating the mysterious London Murders.

As you explore parts of old London you will see the River Thames, House of Wax, Epitaph, Laboratory and finally, yep, good old Dracula's Lair!

Evil vampires, vicious wolves and zombies will all use their tricks to beat you. But there is help at hand along the way in the form of various weapons.There are daggers, axes, swords, stakes, pistols and even, wait for it, boomerangs!

You start off with three lives, each with a set amount of energy. When you lose all your energy you lose a life, simple as that. Of course you can get earn extra lives along the way too.

Each of the five stages in the game offers different challenges, from slow-moving zombies by the Thames, to wax dummies springing to life in the House of Wax. There's also more than a few foul spirits in the cemetery.

There are even spooky messages spelt out from a Ouija board at the start and interludes in the game.

MASTER OF DARKNESS is a great platform game, full of atmsphere and addictive action. It is one of those games where you always want to see just one more level. - TT.

FAST FAX

PUBLISHER: SEGA
PRICE: £24.99

GRAPHICS 70
SOUND 60
PLAYABILITY 75

RAVES: Creepy thrills and atmosphere

GRAVES: Are you kidding? Lots of them!

OVERALL 75%

GP RIDER

game type: DRIVING
1 - 2 PLAYERS
MS

The hit arcade game has finally been converted to the Master System!

GP Rider has you playing against a friend or the machine itself in a duel to the finish line.

Presentation is very good with a split-screen play area.Your bike is very tasty to look at and can slip-slide in and out of the tightest of corners.

You can beef up your bike with money earnt on the courses and, as with real bike riding, you have to watch out for other riders sliding in from behind you and then zooming off in front kicking dirt in your face!

On starting the game you can choose from manual or automatic gears and on course conditions.There is even some digitised speech thrown in at the start line. Billboards by the side of the courses scroll smoothly by and the road twists like a snake under your bike. You just have to be totally together to stay in the race.

If you manage to qualify then you get to race through the season and rack up valuable points.

Overall GP Rider is a good-looking racing game and one you just have to hammer your best friend on! - TT.

FAST FAX

PUBLISHER: SEGA
PRICE: £29.99

GRAPHICS 70
SOUND 65
PLAYABILITY 65

RAVES: Two-player action. Looks good

GRAVES: Controls can be a pain

OVERALL 65%

REVIEW

OUTRUN 2019

game type:
DRIVING
1 PLAYER

MD

The year is 2019 and you are in for the drive of your life!

You have to tackle other lethal drivers in a race to the finish in this turbo-powered sequel to the classic Sega arcade game, OutRun.

Your car has plenty of features to help you. If you can max out your speed you get a mega funky turbo-booster that really powers you on. Also, you can literally take the high or low roads with flyovers and underpasses.

There are plenty of special effects to put you in the thick of the action. Tunnels feature overhead lights and there are showers of sparks if you try to bounce your car off the walls!

OutRun 2019 is a very playable driving game. You really feel that you can cut up those other drivers with the greatest of ease, until they sneakily slide over and flip you out, that is!

One useful feature is the ability to choose your course and then, on new games, go back and check out the sections of each track you missed.

Overall, a fun and playable follow up to a classic arcade original. - TT.

FAST FAX

PUBLISHER	PRICE
SEGA	£39.99

GRAPHICS 55

SOUND 60

PLAYABILITY 75

RAVES
Highly playable. Some nice touches

GRAVES
Average presentation

OVERALL 70%

GALAGA 2

game type:
SHOOT 'EM UP
1 PLAYER

GG

Many of you will know Galaga 2 from the arcades. It was released by arcade giant Namco a few years back.

It is a vertically scrolling shoot'em up. What set it apart in the arcades was the great music, fast action and the truly weird bonus rounds. The Game Gear version will not disappoint. Although it is not a pixel-perfect copy of the arcade master it is a fair conversion to the 8-bit hand-held Sega.

The missing items are mainly the special pods and warp maps from the arcades.The GG version has some solid blasting sound effects, cute tunes and fast, adrenalin-rush action. You have to move your craft left and right across the bottom of the screen zapping anything that moves above you. Some ships will swoop down and release a tractor beam that captures you and drags you up to the top of the screen. If you can shoot the same ship as it attacks next time, your ship will drop down and bond with your current ship to give double firepower.

There are also some scrolling vertical sections to break up the play, with some strange alien combos to dazzle you.

Galaga 2 is a good shooter to take with you on the move! - TT.

FAST FAX

PUBLISHER	PRICE
SEGA	£29.99

GRAPHICS 65

SOUND 65

PLAYABILITY 70

RAVES
Fast, addictive action

GRAVES
A little old-hat

OVERALL 65%

HIS NAME IS MUSASHI. HIS ENEMY IS THE VAST NINJA ORGANISATION, THE NEO ZEED. THEY HAVE KILLED HIS TEACHER AND ABDUCTED HIS LADY LOVE, NAOKO.
HIS ONLY HOPE OF RESCUING NAOKO LIES IN FIGHTING HIS WAY DOWN PAST EACH LEVEL OF THE FEAR PAVILION, DEFEATING A MASTER OF MARTIAL ARTS ON EACH LEVEL.
I'M UP HERE, LITTLE MAN.
SNKT!
THAP!
SO... THEY SEND ME MIDGETS TO FIGHT, NOW.
Shinobi
The FEAR Pavilion part 5

FOR THE FIRST TIME, MUSASHI FEELS A SMALL SURGE OF HOPE ...
WELL, DEFEND YOURSELF, PEASANT. NONE MAY PASS ME.
FOR THOUGH HIS EFFORTS TO PRY ANY INFORMATION FROM HIS FOES HAVE FAILED, THIS TIME MUSASHI MAY WREST MORE THAN VICTORY FROM HIS OPPONENT.
HAIII!
KLAK!
THIS MAN'S OWN ARROGANCE MAY YET LOOSEN HIS TONGUE.
HAIII!
KLAK!
YOU'RE QUICK, COOLIE, I'LL GIVE YOU THAT ...
... BUT NOT QUICK ENOUGH.
THE FIRST LESSON OF NINJITSU IS TO EXPECT THE UNEXPECTED. MUSASHI SHOULD HAVE BEEN READY FOR A TALL OPPONENT WHO KICKS LOW. BUT HE WASN'T.
UHHN!
WHAPP!

THE SECOND LESSON IS THAT THERE IS MORE TO WINNING A FIGHT THAN QUICK FEET AND FISTS.
WHFFF!
WMMP!
HAH!
ALL TOO EASY!
WHAKK!
I DO BELIEVE THE LITTLE MAN IS GOING TO GET UP.
THE THIRD LESSON IS THAT SOMETIMES WHAT MIGHT LOOK LIKE A DEFEAT CAN VERY OFTEN PROVE TO BE A VICTORY.
WANT ANOTHER TRY, SHORTY?
BE MY GUEST.
WHKKK!
YOU KNOW YOU'RE WASTING YOUR TIME. I'M THE BEST FIGHTER YOU'LL EVER FACE.
AHHN!
WHY ELSE WOULD I GUARD THE LAST LEVEL OF THIS PAVILION?

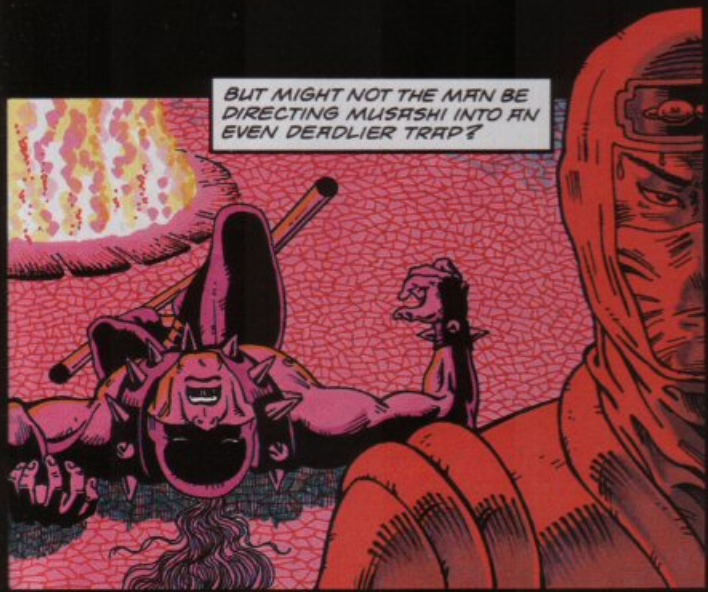
KRAKK!
TWO RIBS, MAYBE THREE, SPLINTERED LIKE TWIGS. HIS KICKS ARE STRONG, BUT HE TALKS TOO MUCH.
THE MAN HAD JUST TOLD MUSASHI THAT NAOKO WAS ONLY ONE FLOOR AWAY.
ALL HE HAD TO DO WAS FIND THE STRENGTH TO GET UP ONE MORE TIME, DEFEAT THIS STILT-WALKING BUFFOON, AND NAOKO WOULD BE BACK IN HIS ARMS.
DON'T DO IT, LITTLE MAN. DON'T GET UP.
I'M READY.
SORRY IT HAS TO END THIS WAY, LITTLE MAN.

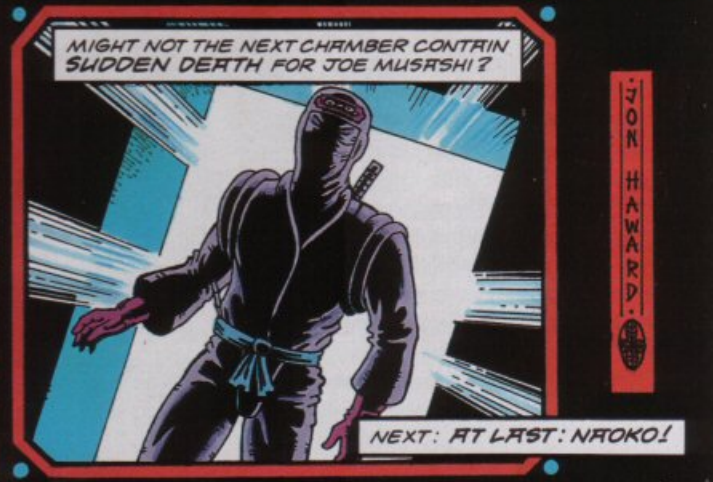
ONE LIGHTNING MOTION AND IT'S ALMOST OVER.
SLAASH!

IF MUSASHI CAN MOVE QUICKLY ENOUGH, HIS VICTORY OVER THE SINISTER FOUR, THE CRUEL LEADERS OF THE NEO ZEED ASSASSINS, MIGHT BE COMPLETE.
THE GIRL, NAOKO. WHERE IS SHE?

THE MAN IS SO SURPRISED AT HIS OWN DEFEAT, HE TELLS MUSASHI BEFORE HE CAN STOP HIMSELF.
AH-GAH DARRE!

WHAPP!
OR SO IT SEEMS.


BUT MIGHT NOT THE MAN BE DIRECTING MUSASHI INTO AN EVEN DEADLIER TRAP?


MIGHT NOT THE NEXT CHAMBER CONTAIN SUDDEN DEATH FOR JOE MUSASHI?
JOE HAWARD
NEXT: AT LAST: NAOKO!

Sonic Booms!

New girlfriend, new pals, news games - all on the way!

It's official! Sonic has a girlfriend!
She's pink, she's spiky, she's very cute and her name is Amy Rose.
Amy, who wears pink skirts and has hedgehog-delicious eyes, is the girl after Sonic's heart, and is set to make her debut in the Sonic Mega CD game later this year. Sonic is no softy, though. Amy Rose can flutter her eyes all she likes but he will be able to resist her...won't he?

STC is one of the very first magazines in the world to have a picture of Amy Rose and, as you can see, she certainly seems destined for megastar status. Little other information on Amy at present, but keep your eyes glued to the News Zone for more about her.

NEW PALS

Amy Rose is not the only new character in Sonic's life. His new pal in the Sonic arcade game (see News Zone, STC 4) goes by the name of Ray. Quite what or who Ray is we don't know as yet - and may never know because it is likely the arcade game may not now appear in this country. Sega have yet to make a final decision about the future of this game.

New companions, identities and names presently unknown, are rumoured to join Sonic in Sonic The Hedgehog 3 when it appears late this year/early 94.

As for Tails, don't worry Tails fans, he'll still be around.

NEW GAMES

SONIC SPINBALL is just one of around four new Sonic-inspired games coming to the Sega formats later this year. Though not official 'sequels' to the main Sonic games, these will feature characters from Sonic's 'universe'.

• SONIC SPINBALL, as it's name suggests, is Sonic in a pinball game with bumpers, flippers and a whole lot more. If you've played the Casino Night Zone in SONIC 2 you'll know what to expect. No details of price or availability as yet.

• CD SONIC is the much-publicised Mega CD appearance of Sonic. Rather than a new game it will be in the style of SONIC 2 with the mouth-watering possibilities of cartoon-style animated sequences and CD-quality sound. It will also introduce Amy Rose, Sonic's girlfriend to the world.

• Two new Sonic-related games are also waiting in the wings. STC has been sworn to secrecy for now but will be bringing you full lowdown on them very soon.

All in all it looks like boom-times ahead for Sonic and his pals!

Virtua Racing - Virtually There!

VIRTUA RACING, the brilliant Sega coin-op motor racing game, has just been revealed on the Mega Drive and it is a stunning-looking game.

The arcade version of the game made its name with cutting-edge advanced 3D polygon graphics which moved at incredible speeds.

The Mega Drive graphics are straight out of the arcade VIRTUA RACING with the same perspective switch and mega-speed action. It will be a 16 Megabit game with battery back-up.

The Mega Drive version will also feature the new Sega Digital Signal Processing chip that makes Sega games run a lot faster.

The team that did the Mega Drive conversion, actually worked in the same offices as the programmers who produced the arcade Virtua Racing, so you can bet it will be a hot game!

Hopefully the game should be available around Christmas time. No details on price as yet.

The Wonder of Wondermega

All-in-one console gets new features

Sega is to launch a new Wondermega console later this year in Japan. It will sell for around £300 and it will be a slimmed down version of the original Wondermega which combined Sega carts and CDs in one unit.

The new Wondermega will still have the motorised pop-up lid and Karaoke functions of the earlier model and be able to play Mega CDs and Mega Drive cartridges. In addition, the Wondermega 2 will have new remote control joypads that can also control your TV functions (volume, channel selection and power on/off), sockets for two microphones and a headphones socket.

The real news is in the price drop from around £450 to £300.

At present there are no plans to officially sell the Wondermega 2 in the UK, but stay tuned.

Psygnosis go to the Movies

Sony take major stake in top British software house.

Psygnosis, Liverpool-based software house, home of Lemmings and a whole string of stylish games, is now part of the Sony empire.

Far from being a further example of the Japanese plundering British talent, the move broadens Psygnosis' horizons considerably with regard to some major movie projects for the Mega Drive and Mega CD. Sony just happens to own Columbia Tristar as well.

Psygnosis has Mega CD versions of Dracula and Last Action Hero in the works, plus a version of Stallone's new blockbuster, Cliffhanger.

Away from the big screen, Psygnosis have Puggsy, a 'technically advanced' arcade strategy game, ready for October release on the Mega Drive and Mega CD along with Wiz & Liz for the Mega Drive.

Future Psygnosis releases for the video game market will come through Sony Electronic Publishing while the company retain their own name and trademark for computer-based games.

Short Bursts

NEW SONIC BUNDLES FROM SEGA

New hardware bundles for all the main Sega systems should now be in the shops, offering a great start for any Boomers about to get their first Segas.

For £149 you can now get a Mega Drive plus both Sonic games (1 and 2). The existing EA Sports and Sonic plus Mega Games 2 packs are still available for the same price.

For £49 the Master System now comes with Sonic The Hedgehog built-in, while the Sonic plus Master Games bundle drops from £79 to £69. The Master System package containing Sonic 1 and 2 wil also cost £69.

The Game Gear, not to be left out, will also feature Sonic 1 and 2 with the bonus of an AC adaptor all for £129. However, the best news is that the basic Game Gear with Columns game drops £10 in price to £79.

YOU BEAUTY, ME BEAST

In a ground-breaking move, Japanese software company Sunsoft is working on not one but two Mega Drive game versions of the hit Disney movie Beauty and the Beast - one for boys and one for girls!

ROAR OF THE BEAST is the boys' version of the game, in which they can take the part of The Beast. The girls' version was unnamed as of going to press (Smell of the Beast?) and will presumably cast them in the role of Belle.

Both versions feature some of the best graphics ever seen on the Mega Drive.

No price or availability details as yet.

GO BATTY!

Aero Acrobat is another hot item from Sunsoft . It features a crafty bat that can do amazing circus tricks, and has some seriously hot graphics and original gameplay.

WELCOME TO...JURASSIC PARK

Jurassic Park (a modest little film currently breaking box-office records worldwide) is set for release on the Mega Drive later this year. It has digitised footage of dinosaurs and the player can choose to play either a human, Alan Grant, or a Raptor.

The action is fast and you have to learn how to switch between weapons to progress through the game.

Based around the hit film this is sure to be a mega-popular game!

ZOOL'S GOLD

Zool, The Ninja from the Nth Dimension, is set to storm all the Sega systems later this year, courtesy of Gremlin Graphics.

The cute alien attacker has already sold 180,000 games across all the main computer formats, and is now being readied for the Mega Drive, Master System and Game Gear (as well as some other video games systems we don't talk about here!).

Watch out for more about Zool in STC very soon.

FOOTIE, COLLEGE-STYLE

Bill Walsh College Football is yet another game of American football named after someone you've never heard of!

Electronic Arts, (for it is they who have decided to make a megastar of old Bill), tell us that this game features a brand-new for 1994 American Football game engine that gets the player closer to the action.

Bill's buddies appear in large, detailed player graphics and the full College Football rules, formations and strategies add a whole new dimension and atmosphere to the video game genre.

Players can choose from any of the top 1992 College teams or a further 24 All-Time Greats teams. They can also pre-select audible plays and can opt for automatic or manual catching.

Good old Bill makes an appearance in the game as a co-presenter to the EA Sports commentator. Gosh, we can hardly wait to meet him!

Bill Walsh College Football is an 8-Meg cart for the Mega Drive, available from August, price £44.99.

The Legend of the GOLDEN AXE
Citadel of Dead Souls
Part 5
THE EVIL EMPEROR, DARK GULD, BROUGHT BACK FROM THE DEAD, HAS MERGED WITH THE BODY OF THE SORCERER BLACKSPELL. NOW HE DEMANDS THE DEATH OF AX, TYRIS AND GILIUS TO COMPLETE THE RESURRECTION SPELL.
DEATH! DEATH! KILL THOSE THREE, MY TROOPS!
YES, KILL THEM SO I CAN BE FREE OF DARK GULD — HE'S GONE MAD!
THIS IS GETTING TOO MUCH, AX! TIME FOR SOME MAGIC!
AX-BATTLER SUMMONED UP THE MAGIC ENERGY WITHIN HIM.
POWER OF AIR, I COMMAND THEE...
...RID US OF OUR FOES!
WHOOOSHH!
EEARRGH!
AIEEE!
NO! GET UP! FREE ME FROM THIS DEMON!
SILENCE, SORCERER! I SEE I MUST TAKE MATTERS INTO MY OWN HANDS.
Script: Mark Eyles Art: Mike White Lettering: Tom Frame

PLEASE, FREE ME SO I CAN COMPLETE THE SPELL.
NO! I ONLY LIVE BECAUSE MY BODY IS JOINED TO YOURS.
YOU'LL BE RELEASED ONLY AFTER THE SPELL IS FINISHED.
WHAPP!
NOW, BE SILENT!
UGGHH!
MAGIC ENERGY GONE. I NEED MORE POTIONS. MUST STOP DARK GULD.
STAY BACK, I'LL HANDLE THIS.
POWER OF FIRE, I COMMAND THEE...
...BIRD OF FLAME, ATTACK THE MONSTER!
HAH, HAH! PITIFUL!
UH... SORRY, GUYS. THAT WAS MY BEST SHOT. I'M DRAINED...

NOW THAT YOU'VE FINISHED YOUR CHILDISH GAMES, PREPARE FOR YOUR DOOM!
DEMON OF EAGLES, GIVE ME THE POWER OF FLIGHT!
KRAKOOM!
GORGON'S BREATH, HE'S CHANGING!
AX-BATTLER, YOU'RE FIRST!
SKKRAWWW!
AX! LOOK OUT!
NO CREATURE LAYS A HAND ON ME!
I WARN YOU, GULD...
...NO ONE DARES TOUCH AX-BATTLER!
SHEESH! DOESN'T THAT BIG LUG EVER KNOW WHEN HE'S IN BIG TROUBLE?

GILIUS, MOUNT UP. I FOUND THESE BIZZARIANS WANDERING LOOSE.
THEY'RE HEADING FOR FIREDRAKE FELL. I'M CERTAIN OF IT.
LET'S MOVE. THAT BIG OX NEEDS US.
FIREDRAKE FELL, SOME TIME LATER...
LET ME JUST GET MY SWORD AT YOU AND... HEY!
KNIGHTS, YOUR MASTER HAS RETURNED. SEIZE THE DIM-WITTED HUMAN!
JUST TRY IT, YOU HEADLESS SPAWN!
FOUR AGAINST ONE. THAT SEEMS FAIR.
BIG ATTACK!

KTTANNG!
JUMP SLASH!
DOUBLE-JUMP SLASH!
KRUNG!
DIE! WHAT ARE YOU MADE OF?
JUST WAIT — WAIT TILL I GET MY SWORD FREE...
RELEASE ME! NO DEVIL HOLDS AX-BATTLER, CAPTIVE!
HEY, TWO-HEADS! WHEN I GET MY HANDS ON YOU...
BE SILENT, OAF!
YOU'RE ONLY ALIVE BECAUSE I WISH IT. AS SOON AS THE SORCERER RECOVERS YOU WILL DIE SO THAT THE SPELL IS COMPLETED AND I CAN LIVE ONCE MORE IN MY OWN BODY.
UNTIL THEN YOU ARE LIVING ON BORROWED TIME!
NEXT ISSUE: THE LAVA LAKE!

Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q Zone for hints, tips and help with your favourite Sega games.

Welcome again to the Q Zone, a place of help and solutions to those really difficult games. Our operators are standing by to answer your problems. Drop a line to the Q-Zone with your query. Alternatively, share a hint, tip or solution with your fellow gamers. All are welcome.

JAMES BOND - THE DUEL Tips

MS

Following on from our complete solution last issue, here is a level select cheat for 8-bit owners of the game:

Unplug the joypad and plug it into port 2. Hold down diagonal left and press both buttons. Now plug it back into port 1 and press button 1. A level select screen should appear!

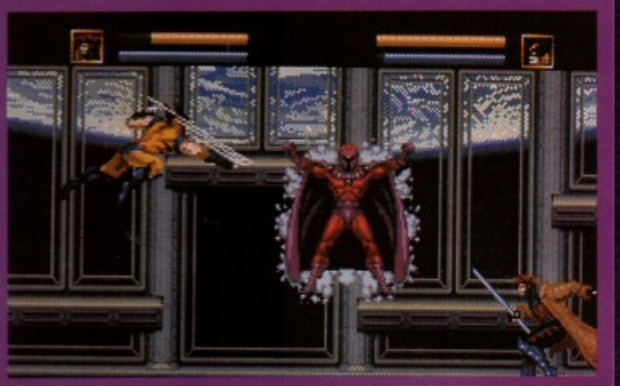
NHLPA HOCKEY '93 Tips

MD

This is probably the best ice-hockey simulation ever produced for a video games system, but if you keep losing in the playoffs then try this tip:

When the EXIT GAME option appears press the Reset button. You will now continue the game from where you left off giving you infinite chances to get through.

X-MEN Tips



MD

Not the best game in the world, but an OK version of the coin-op game. If you have bought the game and need help, try this level select cheat:

Turn the game on and hold down buttons A and C. When the title screen appears press Start and unplug the joypad. Plug it into port 2 and press Start again. In the Danger Room, select an access panel on the right, open it and you can fly to any level.

TINY TOON ADVENTURES Codes

MD

A great platform game featuring all your favourite Looney characters from the great TV show. If you are having trouble getting further into the game, then try these passwords for all the levels:

LEVEL					
2	PMKD	DDDD	LLGL	LDLD	DDVD
3	XBBL	DLLL	LLKD	LDDD	LLND
4	QMBG	DLLL	LDBD	LLLD	LDTG
5	TMBK	LLDD	LDBG	LDDL	LLTV
6	HMBB	LLDD	DLBK	LLDD	LLTN
7	VBBB	PLLL	LDBB	LDLL	DLDQ
8	YBBB	MLLD	LDBB	PLDL	LLMQ
9	HYBB	TDLD	DDBB	MLDL	DDPD
10	ZBBB	TGLL	LDBB	TDLL	DLNG
11	NMBB	TKDL	DLBB	TGDL	DDNV
12	XBBB	TZDL	DDBB	TKLL	DDNT
13	BNBB	TZGL	LLBB	TZLD	LLZM
14	MHBB	TZKD	DLBB	TZGL	DLTM
15	HNBB	TZZL	DDBB	TZKD	LLRB
16	ZNBB	TZZG	LDBB	TZZD	DDDH
17	PJBB	TZZK	LLBB	TZZG	LDDJ
18	XZBB	TZZB	LLBB	TZZK	LDDP
19	ZZBB	TZZQ	LLBB	TZZB	DDDT
20	KXBB	TZZQ	GLBB	TZZW	LDGM
21	VJBB	TZZQ	KDBB	TZZQ	GDVM
22	ZTBB	TZZW	ZLBB	TZZW	KDTM
23	HTBB	TZZQ	ZGBB	TZZQ	ZDMR
24	JQBB	TZZW	ZKBB	TZZW	TGMZ

SONIC THE HEDGEHOG 2 Tips

MS

This game still looks like one of the most popular games on all Sega formats. Here is a cheat to gain you extra lives:

Start by going to Sky High Zone Act 2, and go to the bottom of the level and pick up the invincibility TV. Jump onto the ledge above it. Go right across the spikes and pick up the extra life. Now go away and come back, the life will be there again. Repeat this to gain as many lives as you want.

SONIC THE HEDGEHOG 2 Tips

MD

This cheat allows you to change Sonic into another object and re-design the level by putting springs in different places etc:

First enter the level select cheat in the sound test by playing tunes 19, 65, 07 and 19. Now play 01, 09, 09, 02, 01, 01, 02, 04 and hold down A and Start until the game starts. Now press B to change Sonic into a ring, or A to turn him into another object. You can move a selected object around the level and press C to put it down.

To play a two-player game without using the awful split-screen option, go to the options screen and choose Sonic and Tails in one-player mode. Plug in a second joypad, now one of you can control Sonic while the other controls Tails.

Q Zone Game Guru: David Gibbon

game genie update

Got a Game Genie (if not, why not?) Got a Mega Drive? Then you'll find these new codes mega useful!

Special thanks to those friendly folk at Hornby Hobbies for supplying the Game Genie codes

CHUCK ROCK

Give Chuck a helping hand and stop even the nastiest prehistoric monsters in their tracks with these codes.

Start with 10 lives	BEATEABW
Infinite lives	BTCTEA5E
Infinite health	B5RAAA3Y
Invincible (spiked plants & green water hurt)	HC5AAA8J
Heart restores full energy	SG5TB2T4
Start on Level 1, Zone 2	AJATEABA
Start on Level 2, Zone 1	AJATEAA2
Start on Level 3, Zone 1	ANATEAA2
Start on Level 4, Zone 1	ATATEAA2
Start on Level 5, Zone 1	AYATEAA2

ALIEN 3

Believe it or not Ripley needs all the help she can get to defeat those poor, misunderstood alien cuties. Lock and load these codes and prepare to enter the fray.

Infinite time	AACTCA6J
Infinite lives	A2EAAA8R
Infinite machine gun ammo	AJNAEA3R
Infinite flame-thrower ammo	AJMAEA7C
Infinite grenade-gun ammo	AJJTEA2J
Infinite hand grenades ammo	AJKAEA88
Never lose radar	AJFTAA66
Maximum energy with first aid	RG2TC6W4
Long falls do not reduce energy	AMDACA4J
Game clock runs slower	SACTCADY

WORLD OF ILLUSION

That dynamic duo, Mickey & Donald, made quite a splash with this game. Here are some codes to help you - and them.

Start with 25 lives	DESTBA3W
Start with 75 lives	KNSTBA3W
Infinite lives	BM2AAA9L
Infinite health	AX2AAA6Y + DM2AAA8N
Candy restores full health	FF5TAA38
Start on Stage 2	AJSTEAHY + HAPABEWA
Start on Stage 3	ANSTEAHY + HAPABJWA
Start on Stage 4	ATSTEAHY + HAPABNWA
Start on Stage 5	AYSTEAHY + HAPABTWA

WONDER BOY
in
DEMON WORLD
part 4
A BAND OF DEMONS FROM DEMON WORLD, LEAD BY GRIMOMEN THE DEMON LORD, HAVE KIDNAPPED SOME VILLAGERS. SHION THE WONDER BOY HAS PURSUED THEM UNDERWATER.
WHAT'S HIS PROBLEM? IS HE IN LEAGUE WITH THE DEMONS?
OR JUST IN THE WRONG PLACE...
...AT THE WRONG TIME?
UH! THAT'S ONE OCTOPUS GONE BYE-BYES! BUT MY *HAND*. I CAN'T FEEL IT ANYMORE.

WHAT? A DEMON'S CLAW!
GRIMOMEN'S MAGIC IS TURNING ME INTO A DEMON!
WHO'RE YOU? WE'RE LAUREN AND HARDY. SPEAK FREELY, WE CAN HEAR YOU.
MUST BE BAILA'S AMULET WORKING.
ER, SHION. YOU SEEN ANY WAGONS?
WAGONS? WE SAW SOME HEADIN' FOR THE GREAT DEEP, DIDN'T WE, HARDY?
WE CERTAINLY DID, LAUREN.
BUT YOU DON'T WANT TO GO THERE, SHION.
HE CERTAINLY IS.
HE'S GONNA GET INTO FINE MESS.
I'VE BEEN TRANSFORMED INTO MONSTERS BEFORE, BUT I WAS ALWAYS IN CONTROL.
THIS FEELS DIFFERENT. LIKE MY ARM'S DYING.
BY THE GREAT BUCKMINSTER! WHAT THE HOLLY-GOLLY IS THAT?
AN UNDERWATER JUNGLE?
WAGON TRACKS GO RIGHT IN THERE.

MAGIC BUBBLE KEEPING THE WATER OUT. SHOULD BE EASY TO CUT...
I'M IN.
SHLOOP
IT'S LIKE JUNGLE WORLD IN HERE. I HOPE THERE AREN'T ANY OF THE KILLER TOAD...
...STOOAWK!!
CHBMM!
CHBMM!
DON'T YOU GUYS EVER GIVE UP?
THAT TAKES CARE OF THEM. NOW TO FIND THE DEMONS.
CHKOFF!

MY ROOTS REMEMBER YOUR FACE. THEY'RE TELLING ME TO KILL YOU.
OH YEAH? WELL I DON'T LIKE YOU EITHER.
THEY HOLD THE MEMORIES OF MY ANCESTORS AND NEVER LIE.
LET MAGIC APPEAR AND SPELL ME A FIRE STORM.
WOOOOOOWEEEEE
CHBLAM!
YOUCH! WHAT? WHERE AM I?
HEY! A DIMENSIONAL PORTAL. SO THAT'S WHERE THEY'VE GONE.
HERE I GO. OUT OF THE FRYIN' PAN AND...

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, let everyone know what you like (or loathe!) about STC.

Send your letters and drawings to:
Speedlines, Sonic The Comic,
25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system (MD, MCD, MS or GG) clearly. Remember, every letter and drawing printed wins a Segasational prize!

Hawk Eyes

Dear STC,

In issues 1 and 2 I noticed a Sonic statue in THE LEGEND OF THE GOLDEN AXE and Sonic lying on the ground in WONDER BOY IN DEMON WORLD.

MATTHEW WATSON, FORMBY, MERSEYSIDE. MD OWNER. SONIC BADGE WINNER.

Congratulations, Matthew, you were the only Boomer to spot these 'cameo' appearances of Sonic. Just goes to show you how sneaky some of the STC artists are!

Mega Compatibility?

Dear Megadroid,

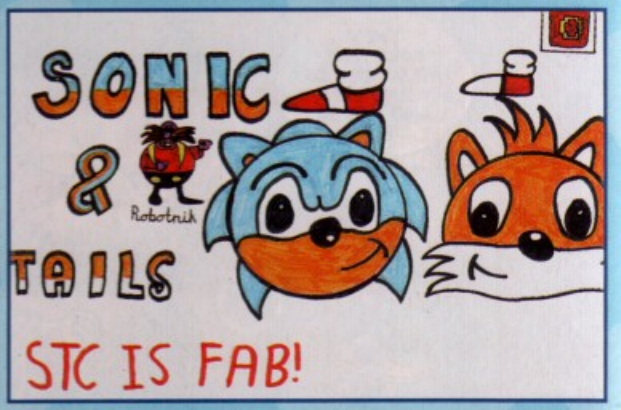
I was wondering if it is true that the Mega Drive 1 can be used with the new Mega CD 2?

NATHAN FIDDES, SWINDON, WILTS. SONIC BADGE WINNER.

Yep. As we said back in STC no.1, the new, upcoming Mega CD 2 is fully compatible with the current Mega Drive. A special edge connector extender will be provided to link the two. The combination may look a little strange, Nathan, but it will work.

MATTHEW MARSHALL, SHEFFIELD. SONIC BADGE WINNER.

ROBOFOX - THE ULTIMATE MACHINE! DANIEL GILLINGS, LEEDS. SONIC BADGE WINNER.



Perfectomondo

Dear STC,

Your magazine is perfect! It's dead cheap, dead good and makes all the other magazines look like something out of Eldorado.

TREVOR BAKER, CARLTON, NOTTINGHAM. SONIC BADGE WINNER.

Perfect? I hope not, Trevor, because we've got some great plans for STC that will make it even better (if that's possible). As for comparing other mags to Eldorado, be careful, you don't want to insult Marcus!

He Likes It!

Dear Megadroid,

I think your comic is brilliant. The free stickers and badge were really good, even my 19 year-old brother wanted to put them on his car.

Only 95p is a great deal and the drawings are ace. I'm 14 years old and I think STC is the best of its sort. Keep up the good work.

By the way, I'd like to see Altered Beast as a comic strip.

STEPHEN HILL, BIRMINGHAM. SONIC BADGE WINNER.

We'll definitely keep up the good work, Stephen. I know because I do all the work around here!

PC Sonic?

Dear STC,

I haven't got a Sega console system but I do have a PC (personal computer). So when are we going to get Sega games like SONIC on the PC?

NICHOLAS BEECH, HULL. PC OWNER. SONIC BADGE WINNER.

Sorry, Nicholas, no plans as yet to have PC versions of Sonic games. However, Amstrad make a PC that actually takes Sega game carts. You might look into that.

Get Printed + Win a Prize!

It's true! Every letter and drawing appearing on this page wins a Segasational prize! Yes, this brilliant Sonic 2 badge - exclusive to STC - can be yours! Commemorating the earth-shattering appearance of the second Sonic The Hedgehog game the badge shows Sonic and Tails, is made of metal and has a snazzy clutch pin fitting. Be the coolest Sonic Boomer in your area - get writing and drawing now!

NEXT ISSUE

PREPARE FOR THE END OF STC LEVEL ONE!

SHINOBI & GOLDEN AXE

The thrilling climaxes!

SONIC & WONDER BOY

The action never stops!

PLUS

News of 2 Segasational new STC series!

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London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 5 OF STC?

☐ %